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ONLINE EXCITEMENT BUT NO LONG LINES FOR APPLE WATCH DEBUT

An online rush replaced the traditional overnight queues outside Apple stores Friday as the iconic tech company began taking orders and letting shoppers get their hands on its much-vaunted smartwatch for the first time.

Eager customers placed online orders for the Apple Watch as soon as Apple's website began accepting them, shortly after midnight Pacific Time. Within half an hour, the company appeared to sell out the initial batch of watches that were available for the first official day of shipping on April 24. By midmorning, Apple's website was showing the earliest shipping date for many watch models would be in June or later.

Demand was difficult to gauge, since Apple hasn't said how many watches were available for shipping in the first wave on April 24. And in contrast with earlier releases of new Apple products, there were no big lines of shoppers waiting all night outside the company's retail stores.







That's because Apple encouraged customers to make appointments for a 15-minute opportunity to try on different models - which are priced starting at \$349 and go up to \$17,000 for a luxury edition - while specially trained employees explained their features. Apple is only accepting orders online, for now.

But the debut still came with some of the anticipation and marketing sizzle for which Apple Inc. is famous.

Apple retail staffers in New York, Atlanta and other cities clapped and cheered as the first customers streamed through their stores' signature glass doors just before 10 a.m. Eager shoppers also examined the watch at shops in London, Shanghai and Tokyo.

Student Victor Leung was grinning from ear to ear after finishing his watch appointment and placing his order for a lower-priced sport model at the Apple store on New York's 5th Avenue. He said he'd been waiting eagerly for the opportunity to buy one.

"It's awesome," Leung said. "You get texts on your watch, make phone calls." While he has tried other smartwatches, he thinks "Apple is different."

Despite Leung's enthusiasm, analysts said Apple may have good reasons to sell the watch through pre-orders and appointments. Online ordering should help Apple manage its inventory and manufacturing. The try-on visits should help ensure that early buyers know what to expect and how to use the watch, said Carolina Milanesi, a tech analyst at Kantar Worldpanel. She said that could build positive "word of mouth" recommendations.

And some analysts said the lag time in shipping may help build anticipation while the company works to convince other customers - those who aren't early tech adopters - why they should want this new category of gadget.



"Our view is it's going to take time for the consumer to adopt wearable technology," said Angelo Zino, analyst at S&P Capital IQ.

"We're very positive on the long-term trends for wearables and we think Apple is going to be a clear leader in the category," Zino said this week. But he added, "We think initial sales are going to be below expectations."

Apple, which is based in Cupertino, California, hasn't offered any estimates, but some analysts have predicted the company could sell 10 million to 20 million watches this year. By comparison, it sold more than 10 million





YOUR GUIDE TO TRYING ON, ORDERING APPLE WATCH

Buying an Apple Watch won't be as simple as walking into an Apple store and handing over your credit card.

The smartwatch is Apple's first new product category in five years and comes in 54 configurations - more than any other Apple gadget. So starting Friday, Apple stores will have staff trained to help you choose. You'll then have to place your order for shipping starting April 24. Even after that date, there's no walking in and walking out with a watch.

Of course, you can bypass all this by ordering online.

No smartwatch has gotten as much attention as the Apple Watch, given Apple's devoted fan base and the company's knack for designing products consumers can't live without. By insisting on customers ordering ahead of time, Apple says it can "provide the best experience and selection to as many customers as we can."

Prices range from \$349 to \$17,000 depending on the watch case, band and size. A standard model with the cheapest band costs \$549 for the 38-millimeter model and \$599 for the 42-millimeter version, as measured on the watch face from top to bottom.

Here's what you need to know about buying one.









ORDERING ONLINE

If you know the specific configuration you want, you're best off ordering it online, starting at 12:01 a.m. PDT Friday (3:01 a.m. EDT). They will start to ship on April 24. Popular models might not be available right away if you're not among the first to order. Your watch will get shipped to you. There won't be an in-store pick-up option.

Besides the United States, the watch is available to customers in Australia, Canada, China, France, Germany, Hong Kong, Japan and the United Kingdom.

VISITING A STORE

Starting Friday, Apple Store staff will be able to help you choose from the array of options. Apple recommends that you make a reservation to see a sales representative. Apple will start taking reservations through its website at 12:01 a.m. PDT Friday as well. Appointments will be in 15-minute increments, though you can take more time at the store if needed. You might be able to walk in and try one out, but initially there will likely be a long wait.

Once you choose, you'll still need to place the order online, though you can do that at a Web terminal inside the store. Again, your only option is to have the watch shipped, at least for the foreseeable future.

For the most part, watches will be available for viewing when stores open Friday, so many overseas stores will actually show the watch before orders are accepted. Apple's 24-hour store on New York's Fifth Avenue will close temporarily to set up the displays; it will reopen at 9 a.m. Friday.





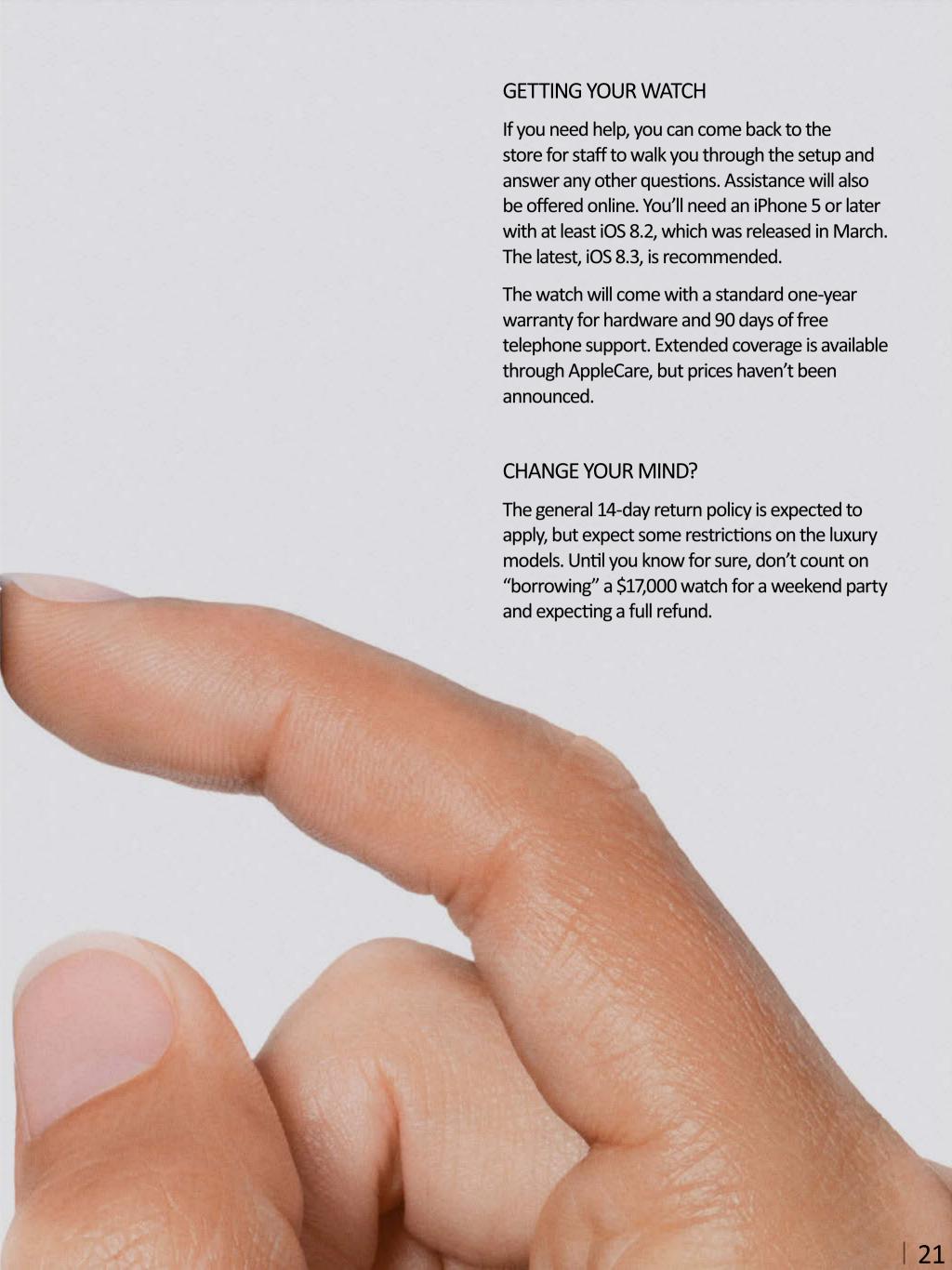
LUXURY MODELS

Only some stores will carry the 18-karat gold luxury models known as Edition. When you make the try-on reservation, you'll have to specify whether you're looking for these models or the cheaper ones. Specialists will handle these luxury appointments. If you're just interested in seeing them, all stores will have them available for viewing in glass cases.













Technology firms increasingly pitch new sensors and software to U.S. airports as a way to bolster exterior security and keep intruders out, but such digital barriers come with a hefty price tag and don't always work.

An Associated Press investigation this week documented 268 instances in which people hopped over, crawled under, drove cars through or otherwise breached the fences and gates protecting the perimeters of 31 of the nation's busiest airports from January 2004 through January 2015.

How to address the problem is up for debate.

"There's a lot of things that can be done," said John Pistole, retired director of the Transportation Security Administration, who, like airport officials, argues the perimeters are secure and that breaches are rare. "The question is whether there's an appetite for paying for it."

Congressman Eric Swalwell, D-Calif., said the number of airport breaches over the past decade is cause for action and that new technologies should be installed on perimeters.

"Bringing down an airliner and killing innocent Americans remains our enemies' highest-value target. Porous airport perimeters are major vulnerabilities that terrorists could exploit," he said. "I'm continuing to call for airports to use technologies that would alert officials the moment a perimeter is breached."

While the TSA is responsible for screening passengers and baggage, airports are responsible for securing perimeters, typically with a mix of private security guards and airport police. Airports won't disclose specifics, but some measures are known: Fencing - typically a minimum of 6-feet high - surrounds U.S. airports, and it often is topped with barbed or razor wire. Additionally, security gates help restrict access to airfields.









Most major airports also use video cameras, and guards are supposed to patrol regularly - but staffing varies. At Los Angeles International, through which more than 32 million passengers travel each year, the police agency employs some 1,100 law enforcement and civilian personnel. Florida's Tampa airport, with about 8 million passengers a year, lists 173 employees in its police agency, 66 of them sworn officers.

Differences in the facilities themselves present other security challenges: Some are edged by water, others busy business districts. In Las Vegas, the rowdy Strip is nearby, and Philadelphia's main airport is adjacent to a road that's the scene of illegal drag racing.

Some facilities do go beyond the basics. Located near the Texas-Mexico border, McAllen-Miller International Airport installed optic fibers in its fences in 2009 over concerns about violence spilling across the Rio Grande. The technology, which also is used at U.S. nuclear facilities, can immediately detect an intrusion and send an alert, said Samuel Kassey, vice president of one supplier, LaseOptics Corp.

McAllen airport director Elizabeth Suarez said that despite some false alarms, the technology has worked well. She could not provide information about cost.

"I'd prefer to handle a false alarm with staff verifying that nothing has breached the perimeter than not having an alarm at all," said Suarez.

Thermal imaging firms claim several major U.S. airports as clients, though they won't name which. By detecting heat, thermal cameras can serve as a virtual trip wire and also improve nighttime visibility.

In 2006, the Port Authority of New York & New Jersey, which oversees John F. Kennedy International, Newark Liberty, LaGuardia and Teterboro airports, awarded Raytheon a \$100-million contract for a much-touted "perimeter intrusion detection system."





The system includes motion-detection cameras, "smart-fence" sensors, night-vision cameras, perimeter alarms - even a power subsystem to bypass outages, according to Raytheon's promotional materials. The company promised a 95 percent detection rate of people, vehicles or watercraft.

The system has failed at least once, drawing fire from the police union that represents Port Authority police officers. In that 2012 incident, a man whose watercraft ran out of fuel swam to shore, climbed an 8-foot fence at Kennedy and crossed two runways undetected before asking an airline employee for help.

"We believe it's just not a proven technology," said Port Authority police union spokesman Bobby Egbert.

The Port Authority eliminated perimeter patrols by airport police cars when the technology came online, but then reinstated them in response to the criticism, said Egbert, adding that a lack of manpower remains a concern because there are gaps in the hours that police boats patrol around Kennedy and LaGuardia, both with waterfront runways.

Raytheon declined comment and referred queries to the Port Authority, which said the intrusion system is part of a layered security approach.

"The agency has invested significant resources in protecting its airport perimeters, exceeding TSA requirements," the authority said in an email to AP, adding that efforts include devices at entry points designed to stop vehicles and crash-resistant fencing.

The Port Authority declined to release a full accounting of perimeter breaches at the airports it oversees to the AP.

Patrick Gannon, chief of police at Los Angeles International Airport, which had 24 perimeter breaches since 2004, said that in addition to regular patrols, his agency has upgraded fencing to make it harder to scale.









While airport security analysts predict that spending on physical perimeter barriers will decline in coming years, they said the market for high-tech solutions is on the rise. New breakthrough technologies are still being developed, as engineers in the Silicon Valley and beyond find new ways to sense and transmit data.

The biggest stumbling block may be money.
An overhaul linking fences and video feeds
to software systems would cost between "a
few million to less than \$10 million," said Chris
Wooten, vice president of security at surveillance
software provider NICE Systems.

Expensive technology is used at several airports outside of the U.S., including two that say they've never seen a perimeter breach.

Narita International Airport near Tokyo is considered one of the world's most secure. Its perimeter is protected by vibration sensors, which immediately alert security if tripped. That's in addition double-fencing, video surveillance and patrols. The prison-like security was built in the late 1960s and early `70s amid clashes between police and militants supporting farmers who refused to yield their land for runway construction.

The other secure airport is Israel's Ben Gurion, which had a string of Palestinian attacks on planes in the 1970s. It runs a ground radar system between two electronic fences, with hundreds of sophisticated observation systems and hundreds of highly trained armed police and soldiers assigned strictly to the perimeter, said Shmuel Zakay, the airport's managing director, who said the cost totals more than \$200 million annually.

"Of course, the terrorist organizations are always trying to do whatever they can to hit aircraft. For them it doesn't matter if it is with explosive material in a passenger's suitcase or by firing a machine gun or anti-tank missile at a plane," Zakay said. "This is why we pay such close attention to perimeter security."



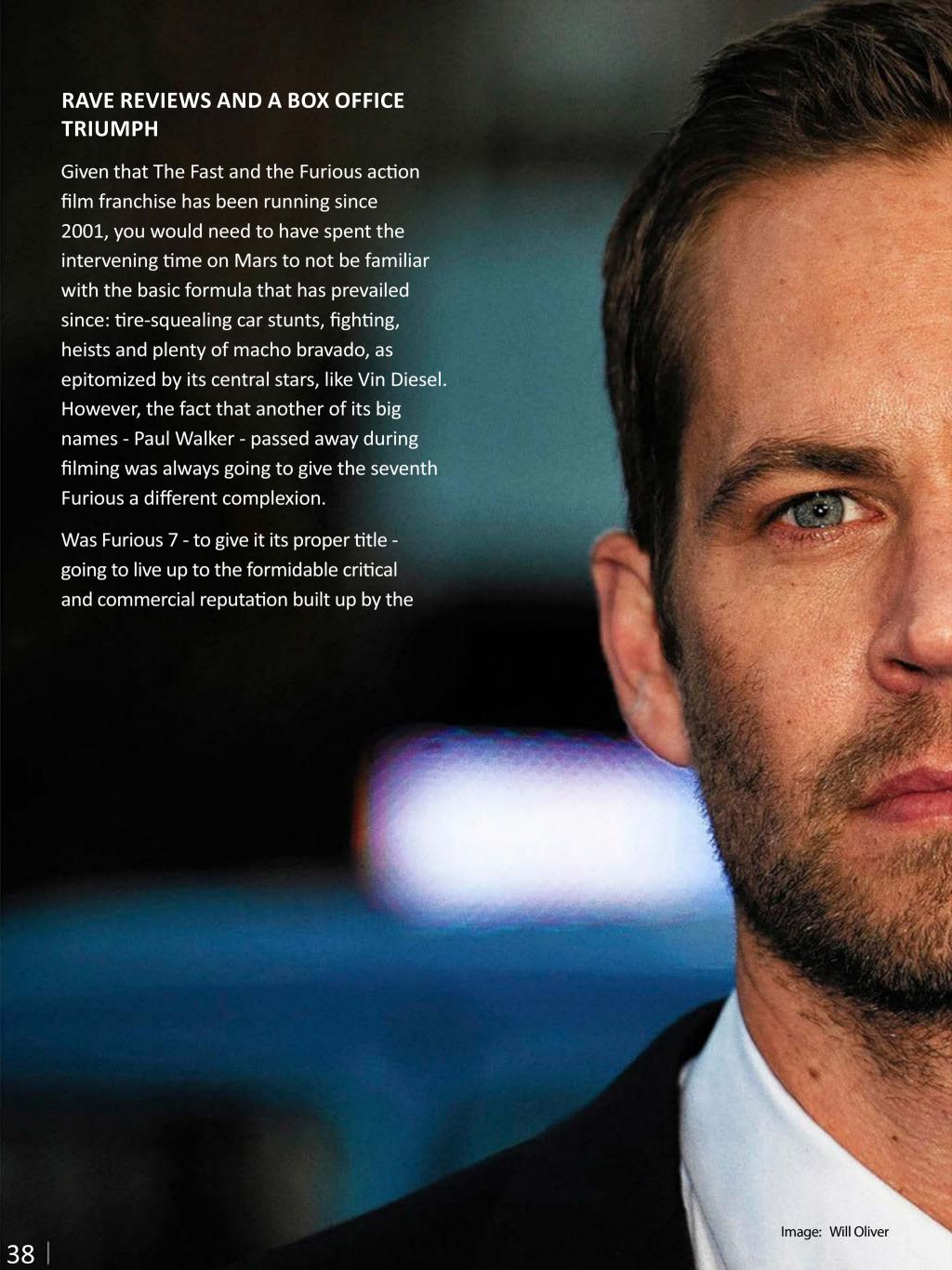


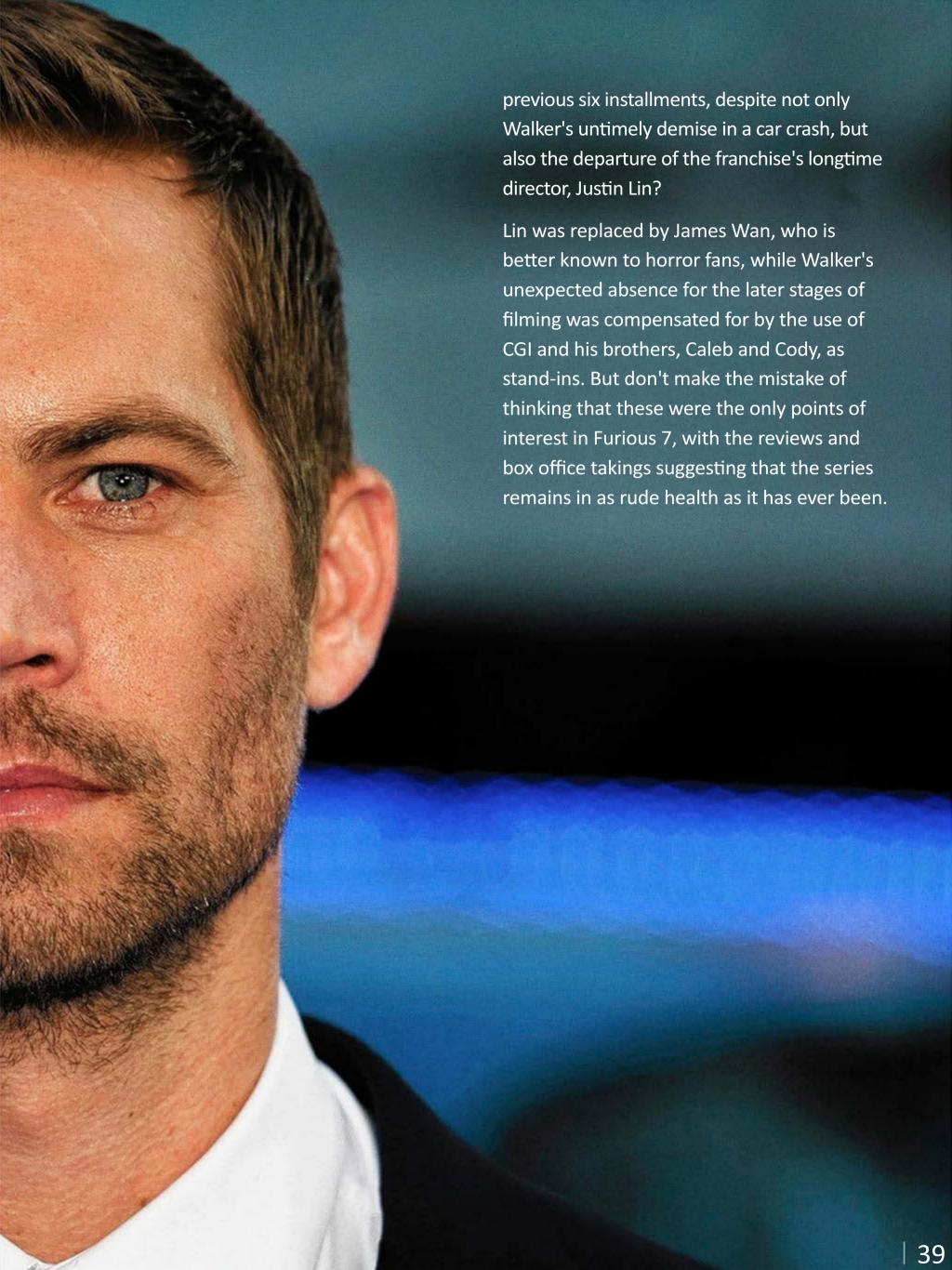
FURIOUS 7

IS A FITTING TRIBUTE TO PAUL WALKER

PAUL WALKER GIVEN THE BEST POSSIBLE SENDOFF











A RETURNING CAST AND CONTINUING STORY

Cast members on Furious 7 include such generally familiar faces - at least for those who have diligently kept up with the series - as Diesel, who reprises his role as Dominic Toretto, and Dwayne Johnson, whose return as Luke Hobbs was thankfully not compromised by potential filming conflicts with Hercules. Walker does - of course - also feature for his final performance as Brian O'Conner, with other parts including Michelle Rodriguez as Letty Ortiz, Tyrese Gibson as Roman Pearce, Chris Bridges as Tej Parker and Jordana Brewster as Mia Toretto.

Furious 7's plot centers on Deckard Shaw's (Jason Statham) revenge bid against Dominic Toretto and his family for his comatose brother, the global terrorist Owen Shaw. Despite Toretto and his crew presuming that their criminal mercenary lives were a thing of the past following their defeat of Owen, the opening of the film now sees them being killed, one by one, by Deckard.

Matters are made worse by the fact that a competition is taking place between a Somalian terrorist called Jakarde and a shady government official by the name of "Mr. Nobody" to steal God's Eye, a computer terrorism program that is capable of making a weapon out of any technological device. The need for Toretto to get his team back together to both halt Shaw and return the God's Eye program into safe hands could not be more urgent.

WALKER'S DEMISE CASTS A LONG SHADOW

But for many of even the most committed fans of the Fast & Furious series, the greatest curiosity will be reserved not for the plot, but for the performance that Walker gave in his last film outing - as well as how his character was redeveloped in a way that made sense within the world of the movie, while also respecting his memory.

The 40-year old was a passenger when, midway through filming for Furious 7 on November 30, 2013, the red Porsche Carrera GT in which he and a friend were travelling crashed into a concrete post and two trees in Valencia, Santa Clarita, California. The traumatic death of the star of such films as Varsity Blues, Eight Below and Into the Blue prompted Universal to call an immediate halt to filming on the incomplete Furious 7.

Following a host of tributes from friends inside and outside Hollywood, as well as consultation with Walker's family, the decision was made to continue filming, developing new scenes whereby Walker's character would be retired rather than killed off. Caleb and Cody's physical resemblance to their deceased sibling, together with a combination of CGI and carefully chosen lighting and camera angles, allowed the film to be completed in a manner that would leave the average viewer hard pressed to distinguish between the real life and virtual Paul Walkers.





RACING BEYOND INITIAL BOX OFFICE ESTIMATES

Was all of that hard work invested in replicating Walker and completing the film worthwhile? In both commercial and critical terms, the answer can only be "yes". As a matter of fact, Furious 7's first weekend following its April 3 release saw it shatter the \$143.6 million that Universal expected it to make on these shores, en route to a total of \$146.5 million.

That pattern persisted when one looked at the Easter Sunday only takings of \$32.9 million, compared to the \$30 million that the studio had anticipated. Overseas markets, meanwhile, recorded estimated receipts of \$245 million, which was even higher than the \$240.4 million that Universal had reported on the Sunday.

It all added up to a truly stellar \$391.6 million international bow, which placed Furious 7 behind only The Avengers and two Harry Potter films in the rankings of the biggest international openings in film history. Its second week saw it capture the checkered flag again at the North American box office, garnering an extra \$59.6 million to bring its U.S. and Canadian total to \$251.5 million thus far.

In keeping with the oft-quoted expression that "death can be a good career move", it seems that interest in the latest installment in the franchise has only been stoked by Walker's death.











CRITICS IN UNISON OVER TRIUMPHANT FURIOUS 7

But if there's a less forgiving audience than the average cinema-goer in the face of such genuine tragedy as that of the late Walker, it is surely the professional critics. Even they, though, had plenty of great things to say about a film that slightly belies the series' reputation as a straightforward preserve of petrol-pumping adrenaline and alpha-male posturing.

Vanity Fair writer Richard Lawson aptly summed up the stance of many reviewers of Furious 7, pronouncing it "another rollicking installment" that was also "more than a little bittersweet". He said that despite the franchise's renown for "charming, cheesy bravado" and an absence of poignancy, "the latest film can't help but take on some deeper meaning, as the death of Paul Walker looms large throughout."

As "respectful, even solemn" as the film was, though, Lawson added that Furious 7 had also not forgotten the franchise's raison d'être, declaring that it was "still, thank God, plenty of crazy fun." His was an opinion echoed across the media, Los Angeles Times' Betsy Sharkey calling the film "the fuel-injected fusion of all that is and ever has been good in The Fast and the Furious saga".

Many critics focused their attentions on the part of the movie where Walker's longtime on-screen colleagues bode farewell to him. Roth Cornet of IGN said that it would "leave even the prickliest Fast & Furious fan just a





little bit heartsick", sentiments backed up by The New York Times reviewer A. O. Scott, with his suggestion that the "final moments... remind you what these movies have always been about, underneath all the noise and bravado: the ferocity of friendship and the terrible speed of loss."

A LANDMARK ADDITION TO THE FRANCHISE

Furious 7 certainly offers plenty to stimulate, enthrall and intrigue the immense numbers of big screen fanatics who have been flocking to see this most recent addition to what has proved an extremely lucrative series. It isn't all about Walker - the other performances are consistently excellent, and the movie also sees some significant technological developments beyond that CGI. These include being the first film in the series to be internationally released in 3D, as well as the use of Imax's brand-new laser format that is designed to heighten contrast.

There are reasons galore, then, to clamber behind the steering wheel of Furious 7, slam the door shut, strap on the seat belt and put your foot on the gas. The film is a celebration of living life to the full, whether or not on four wheels, and we suspect that Walker himself would not have wanted it any other way.

by Benjamin Kerry & Gavin Lenaghan

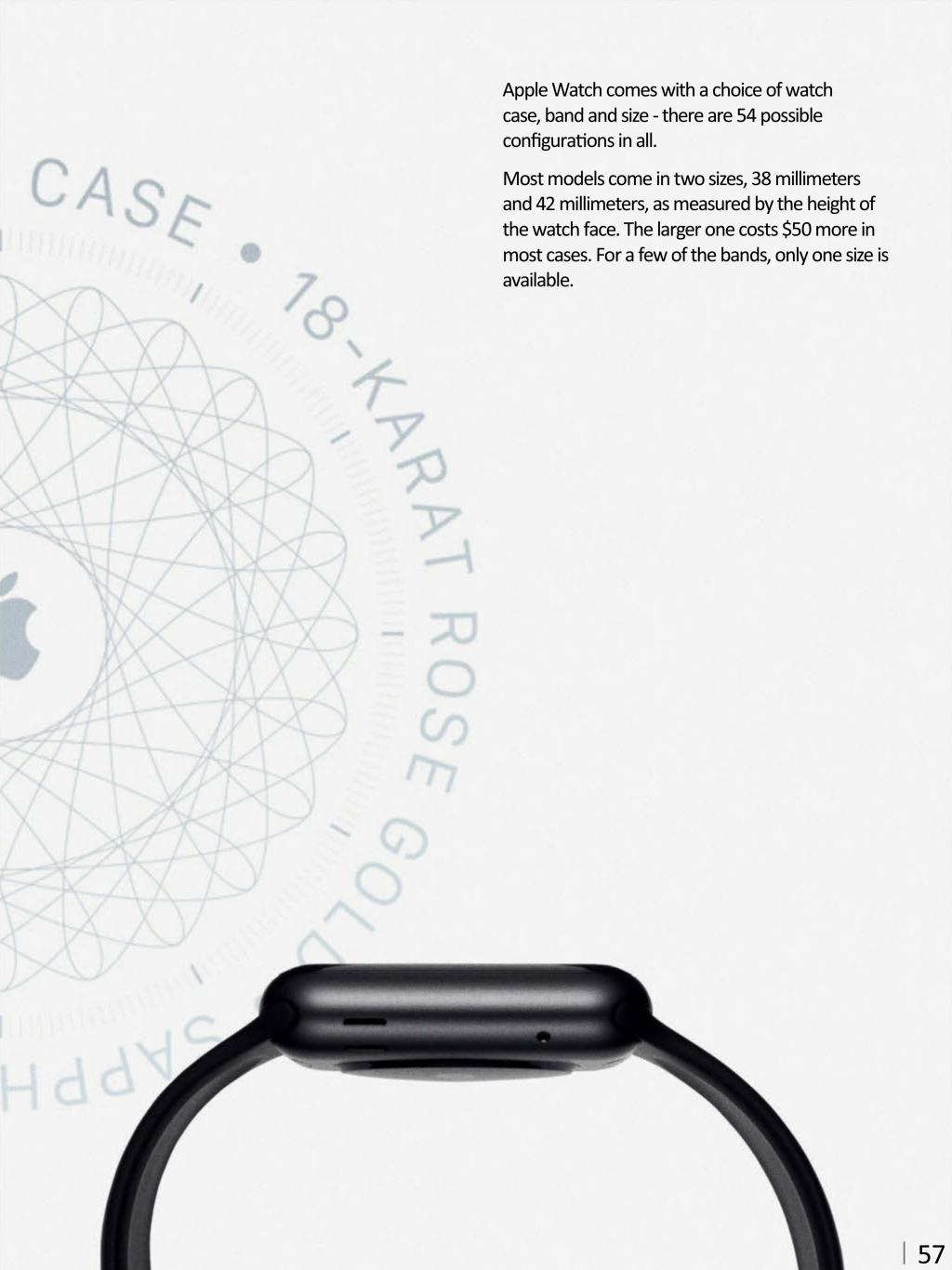


















There are three lines to choose from:

- The cheapest is a "Sport" version with an aluminum case. You can get it with a silver case and choose a white, blue, green or pink band made of synthetic rubber. Or get a gray case with a black band. The smaller version costs \$349, and the large one is \$399. That's 10 configurations five bands, each in two sizes.





- The regular version has a stainless steel case. The cheapest has the same band as the Sport version, except the clasp is also stainless steel to match. You choose white or black and pay \$549 for the smaller model and \$599 for large. Fancier bands are available - three different leather bands, a link bracelet or a Milanese loop. Prices go as high as \$1,099 for a large watch with a



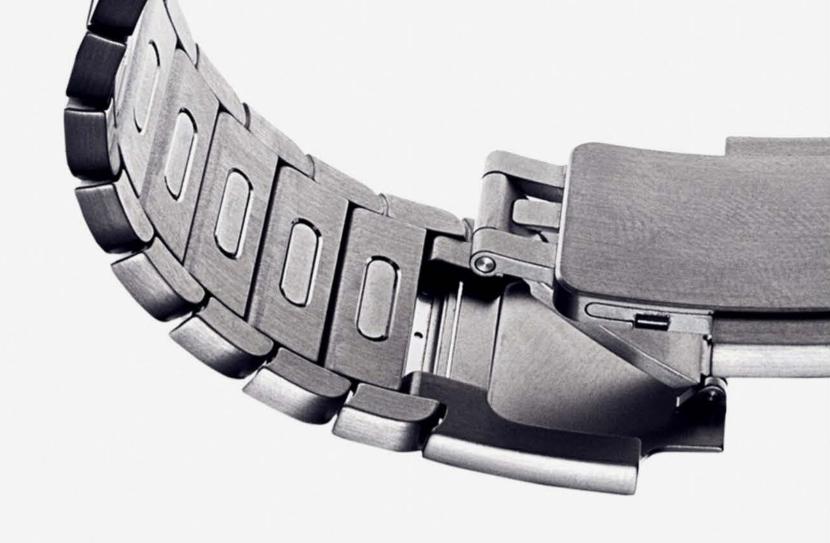
stainless steel link bracelet. There are 20 official configurations, but once you factor in some leather bands coming in two or three sizes, you have 32 options to choose from.

- Edition is the luxury line with cases made of 18-karat gold alloy. It's \$10,000 for a small version with the white or black band that comes with Sport models, with gold clasps to match. The large one costs \$12,000. You can get a leather band for \$15,000 or \$17,000, again with matching gold.

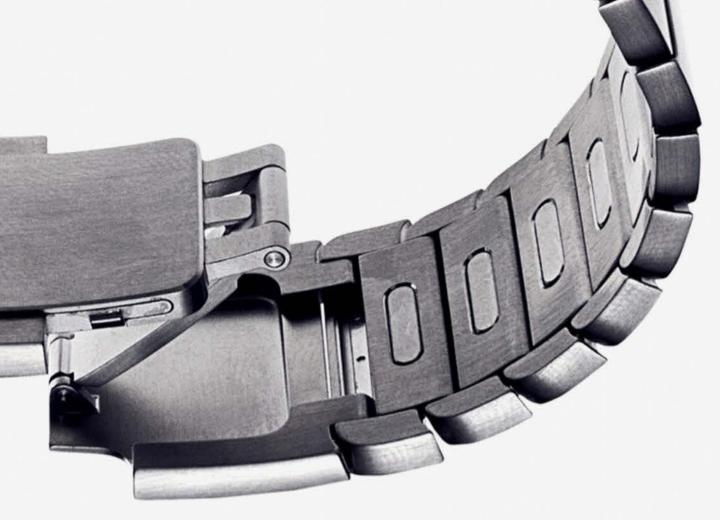












There are officially eight luxury configurations, or 12 if you count band sizes as choices.

Apple is also selling bands separately for those who like to swap designs. Prices range from \$49 for the basic sport band to \$449 for a link bracelet.

To help you choose, Apple has plenty of videos on its website and Apple Store and Apple Watch apps. The Apple Store app also has sizing guides, images of the watch cases in actual size and animation of buckles and clasps, which you can open and close by pinching in and out.





All six movies hit iTunes

FINALLY MADE AVAILABLE ON DIGITAL HD



AN APT TIME TO CELEBRATE THE ICONIC SPACE FRANCHISE

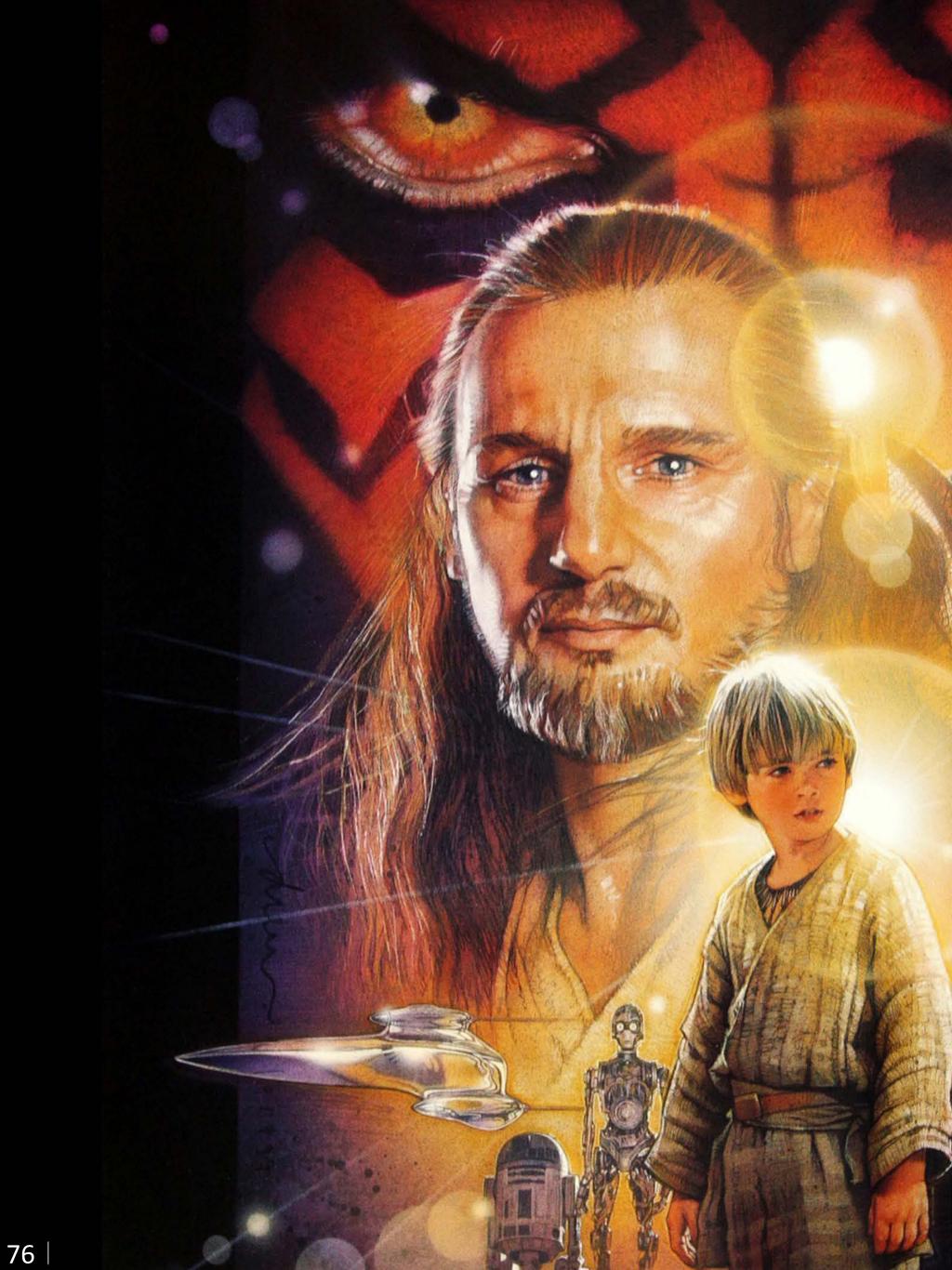
It's difficult to think of a more iconic two words in media than Star Wars. The epic space opera that began with a film of the same name - later renamed Episode IV: A New Hope - in 1977 has since spawned a six part film series, soon to be seven after the completion of filming of the J. J. Abramsdirected The Force Awakens. Indeed, those six films have now been put on sale in full digital HD form for the first time.

If you fancy finally ditching those VHS tapes and DVDs and taking your Star Wars viewing experience into the 21st century, all that you have to do is browse to the iTunes Store and invest in any one of the individual movies at \$19.99 each, or the six-part bundle for \$89.99. Yes, this is the first time these quintessential sci-fi classics have ever been legally available in digital form, but there's more - each movie coming with an 'iTunes Extras' package serving up peeks behind the scenes and commentary from the casts and crews.

However, with Disney now owning many of the rights for these original films, purists may be a little disappointed - if not surprised - to see that the **20th Century Fox logo and fanfare have been removed from five of the six movies for their digital release**, a Lucasfilm logo and similar-sounding fanfare taking their place. The fact that the original 1977 film is the only one not to get this treatment can be attributed to the fact that 20th Century Fox continues to own its distribution rights.









But before we go further, it's worth considering just why such a release is worthy of such a big fuss. After all, the original Star Wars movie was released almost forty years ago, and yet, like James Bond, Star Trek and other long-established media franchises, it has retained an iron-like grip on the public imagination - its lightsabers, Jedi and TIE fighters, among so many other things, having passed into film folklore.

STAR WARS: THE SAGA THAT JUST WON'T LET UP

The story of Star Wars is in many ways the story of Lucasfilm, the film and television production company that was founded by eventual Star Wars creator and director, George Lucas in 1971. Its marketing, online and licensing units moved into the Letterman Digital Arts Center in San Francisco after the release of Revenge of the Sith in 2005, and the company was acquired by the Walt Disney Company for \$4 billion in 2012.

The world of space fantasy changed forever on May 25, 1977. That was the date on which the original Star Wars film - then simply known by that title - was unleashed to the world's gaze, rapidly turning into a global pop culture phenomenon.

Viewers were enthralled as the Rebel Alliance
- led by Princess Leia (Carrie Fisher) - sought
to destroy the Death Star, the space station
of the Galactic Empire. Mark Hamill played
an ambitious farmhand, Luke Skywalker, who
was thrust into the struggle as a result of a









meeting with Jedi Master Obi-Wan Kenobi (Alec Guinness), who had spent years in seclusion on the desert planet of Tatooine.

The original film also introduced us to such enduring characters as Han Solo (Harrison Ford), Darth Vader (David Prowse, voiced by James Earl Jones), C-3PO (Anthony Daniels) and R2-D2 (Kenny Baker). The \$461 million that this first Star Wars garnered in the United States - in addition to \$314 million overseas - proved only the start of a true moneyspinning and imagination-capturing franchise, all of the six movies released so far having also been nominated for or won Academy Awards.

Such astounding success prompted the release of two similarly well-received sequels - The Empire Strikes Back and Return of the Jedi - at three-year intervals, a 16-year interim finally being brought to an end by the 1999 release of The Phantom Menace and its own sequels, Attack of the Clones in 2002 and Revenge of the Sith in 2005. These movies completed a remarkable space opera story... or so we thought.

A NOT UNIVERSALLY SUCCESSFUL REBIRTH

For all of the success of the initial Star Wars, it was not intended at first to be part of a series, although Lucas admitted in 1994 that "It wasn't long after I began writing Star Wars that I realized the story was more than a single film could hold." Despite this, amid a disintegrating personal life and the stress and cost of making the sequels, he told Time

magazine in May 1983 that he was done with the series.

However, as the years went by after Return of the Jedi, Lucas became fascinated by the idea of drawing upon basic ideas from his original Star Wars drafts to make several prequels, and was further encouraged by the possibilities that certain technical advances could bring in his revisiting of 20-year old material. It was finally announced in 1993 that he would be making Star Wars movies once more.

There's no doubt that the resultant three films - The Phantom Menace, Attack of the Clones and Revenge of the Sith - haven't quite won the universal approval that the original trilogy enjoyed. To this day, while the first three movies have Rotten Tomatoes ratings of 93%, 96% and 79% respectively, the prequels have only managed 57%, 67% and 80% scores. Nonetheless, they have still won the admiration of many fans of the franchise.

IT'S NOT JUST ABOUT THE FILMS

Star Wars has so much more than two film trilogies - and soon, three - to its name. That's because it is also associated with all manner of media in what is known as the 'Expanded Universe', encompassing everything from books and television series to comic books and computer and video game series.

Since the release of the inauspicious Star Wars Holiday Special in 1978, the franchise has been associated with various spin-off film, television and web series like the animated Star Wars: Droids and Star Wars: Ewoks in the





1980s, continuing through to LEGO Star Warsthemed productions in more recent years.

We've also had fiction based on Star Wars since before the first movie was even released, as well as more than 120 video games bearing its name. Even board game fans were catered for, Hasbro releasing Star Wars: The Interactive Video Board Game in 1996.

With so many iconic characters like Vader, Leia, Skywalker and Solo, it shouldn't be a surprise that Star Wars has even been embraced by the world of cosplay - the performance art in which participants wear the costumes of popular fictional characters.

Finally, how could anyone possibly forget the fuss over the original Star Wars toys? The first action figures, toy vehicles, lightsabers and blasters were released in 1978, elements of this line - such as the packaging - having been revived in recent years with the launch of Star Wars: The Original Trilogy Collection.

A NEW CHAPTER BEGINS...

Don't let the 10-year gap since Revenge of the Sith lead you to think that Star Wars is now old news - if you needed any convincing that the opposite is very much the case, you would only need to look to the hundreds of (largely positive) reviews that have already greeted the release of the iTunes versions of the two trilogies.

Alternatively, you could just visit the official Star Wars website, which advertises a dizzying array of news and events related to the













franchise around the world. These include the Star Wars Celebration Anaheim, the fan gathering that is taking place this year at the Anaheim Convention Center, California from April 16 to April 19, which about 150,000 fans are expected to attend. Many more will be able to keep up with happenings online, thanks to a live stream on StarWars.com.

Such a healthy following for Star Wars to this day suggests that the newest addition to the saga, The Force Awakens, should have no problems pulling in the punters when it is released on December 18 this year. That date marks a departure from the spring or summer releases that we have become used to from Star Wars films, and there's plenty more change accompanying that, such as Lucas stepping back into a creative consultant role and J. J. Abrams taking on directorial duties.

However, while Episode VII is set about 30 years after the events of Return of the Jedi, this did present the opportunity to bring back a host of faces from past Star Wars films, including Ford, Fisher, Hamill, Daniels, Baker and Peter Mayhew, who reprises his role as Chewbacca. Principal photography concluded last November, and we now eagerly await how the aforementioned old hands - alongside cast newcomers like John Boyega, Daisy Ridley and Adam Driver - get on.

The force in Star Wars clearly remains as strong as ever! ■

by Benjamin Kerry & Gavin Lenaghan



REVIEW: NEW MACBOOK BRINGS iPAD'S MINIMALISM TO LAPTOP

From the moment I took it out of the box, Apple's new MacBook looked and felt like an iPad.

The laptop is Apple's lightest and thinnest yet and borrows many of the iPad's designs, including the lack of a fan. The result is a 2-pound (0.92 kilogram) laptop that feels almost non-existent on my lap. Yet it packs in a lot of power, including a high-resolution display and a sturdier keyboard.

The new MacBook goes on sale Friday starting at \$1,299 in silver, gold or gray (the same choices as the iPad). Its box even resembles the iPad's.





NEW KEYBOARD

To make the MacBook as thin as it is - a half-inch (13.1 millimeters) at the thickest point - Apple had to redesign the keyboard. Traditional keys need to be tall to properly strike the mechanism that records the keystroke. Otherwise, you'd need to strike at the center, which many people don't do. With the redesign, you can strike shorter keys from the edge. Those shorter keys help keep the laptop thin.

The new keyboard takes getting used to, even after a week of testing. I feel as though I need to press more firmly. But taller, old-style keys on some keyboards have started to feel flimsy by comparison, as though about to come off their springs. The new keyboard does get more comfortable over time- just don't expect to write a novel on Day One.

Although it's small, the new MacBook retains a full-size keyboard. In fact, that's why the screen is 12 inches - it matches how much space the keyboard needs. (The screen, incidentally, is stunning - compared with MacBook Air's lower-resolution screen. The fish in "Finding Nemo" look colorful and sharp.)











NEW TOUCHPAD

Also contributing to thinness is a new touchpad that Apple calls Force Touch. On earlier MacBooks, the touchpad acts like a springboard. When you press it, you're physically moving it to activate the sensor. You also have to press harder toward the back, near the springboard's hinge, than you do in front. In the new MacBook, sensors are embedded, so you can get the same response anywhere.

There's also a second sensor now to record the amount of pressure you're applying. A click followed by a firm press activates a number of features. Press on a document icon, and a preview pops out. Press on an address in an email, and a map opens up. On some video apps, the pressure determines how quickly you forward or rewind. These gestures primarily work with Apple apps for now, but other app developers can incorporate the functionality.

The MacBook does all this magically without the touchpad actually moving. Apple added a haptic engine to replicate the feeling of clicking and pressing. It isn't needed technologically, but will help keep things familiar for users.

Apple also updated its high-resolution, 13inch version of the MacBook Pro with this new touchpad. I imagine future models getting it, too.

MINIMALISM

Most of the expansion ports have disappeared. In its place is a single charging port that's also used for accessories and video output. It uses a new standard called USB-C.

The problem is most gadgets still use older USB ports, so you'll need a \$19 adapter for a single device. It's likely outside parties will soon make adapters to connect multiple USB devices simultaneously, but if you use USB regularly, you might consider getting an Air or Pro model instead.

A \$79 adapter gives you video output, with a USB port thrown in. You also might need a \$19 extender for the power cord, as the box no longer comes with it. I find the included cord too short. Cord extenders from older MacBooks will work, too.

Speaking of power, I got eight to 11 hours of battery life on a single charge, which is impressive given that the high-resolution screen requires more power than regular screens. Apple saved energy by having individual pixels on the screen let through more light. It also squeezed in more battery by shrinking the circuit board and using odd shapes to fit into all remaining space. The battery life isn't as good as what you get on a 13-inch Air, but it should be adequate for most days.















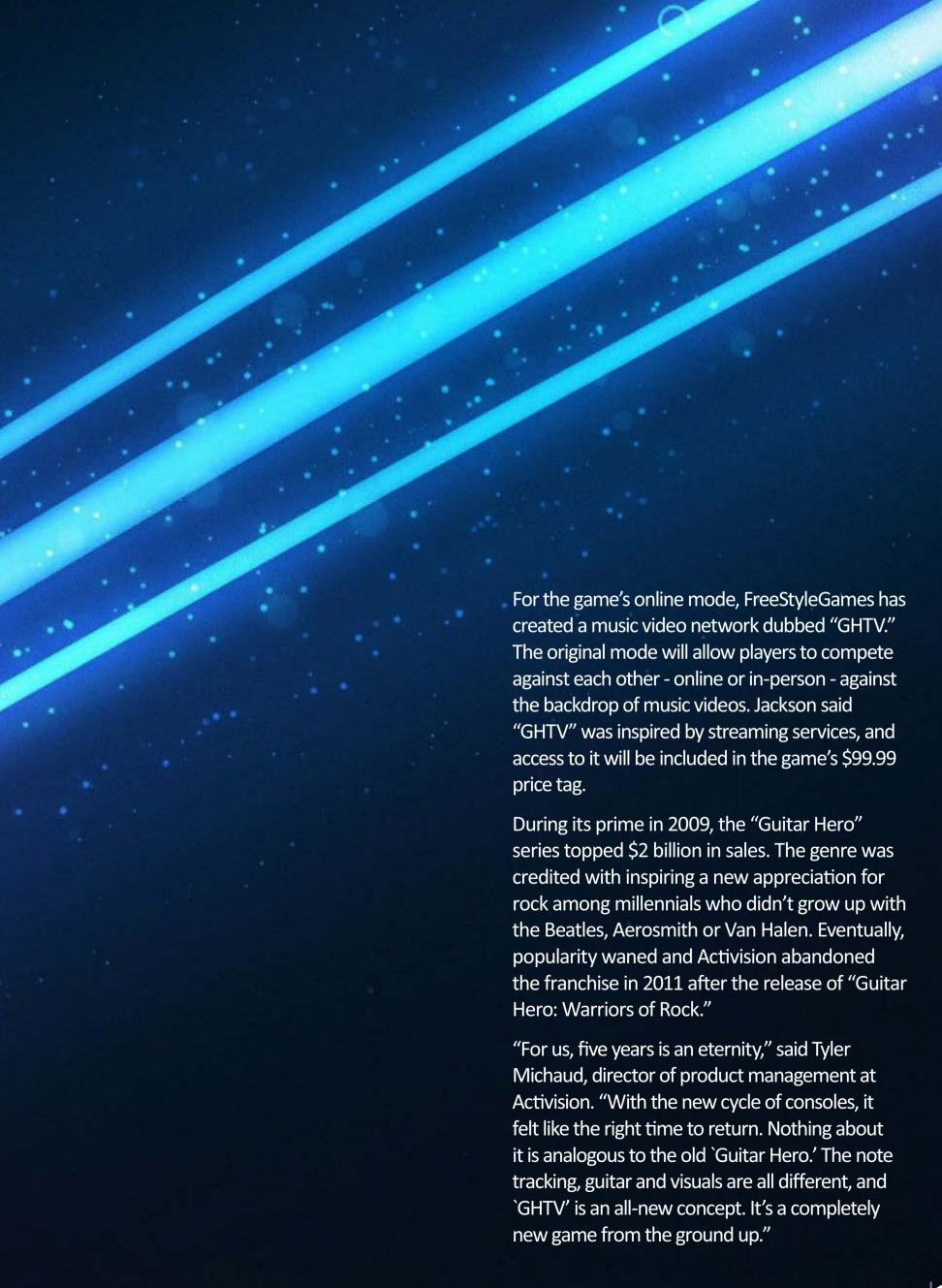


Despite featuring music from such artists as the Rolling Stones, Ed Sheeran and Green Day, "Guitar Hero Live" will forgo digital likenesses of real musicians in favor of actors portraying phony band members. Jackson declined to specify why the game's made-up acts would sound just like such real-world bands as the Black Keys, Fall Out Boy and the Killers.

FreeStyleGames' other major switch-up is adding another row of buttons to the top of the guitar's neck. They eliminated the series' color-coded, five-button system in favor of mirroring icons displayed on screen, with guitar picks pointing up and down. Jackson said the new six-button configuration would provide veteran players with a bigger challenge.

"When you come back to something as much-loved as `Guitar Hero' and start (expletive) with it, people get a bit nervous," noted Jackson. "The first time even I saw it, I wondered if we were trying to reinvent the wheel, but I remember when we were playing with the prototype, I was thinking, `Holy (expletive). There's something here.' It proved itself."

0











http://www.harmonixmusic.com



#01 - Facebook Messenger

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#02 – Facebook

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#03 – YouTube

By Google, Inc.

Category: Photo & Video

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5.



#04 - Instagram

By Instagram, Inc.

Category: Photo & Video

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#05 – Snapchat

By Snapchat, Inc.

Category: Photo & Video

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5.



#06 – Trivia Crack

By Etermax

Category: Games

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5.



#07 - Pandora Radio

By Pandora Media, In

Category: Music

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#08 – Jelly Jump

By By Ketchapp

Category: Games

Requires iOS 4.3 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5.



#09 – Agent Alice

By wooga

Category: Games

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#10 – iTunes U

By Apple

Category: Education

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#01 – OS X Yosemite

By Apple Category: Utilities Compatibility: OS X 10.6.8 or later



#02 - Pomodoro Time

By Denys Yevenko Category: Productivity Compatibility: OS X 10.8 or later, 64-bit processor



#03 – Microsoft Remote Desktop

By Microsoft Corporation
Category: Business
Compatibility: OS X 10.7 or later, 64-bit processor



#04 - Xcode

By Apple Category: Developer Tools Compatibility: OS X 10.8.4 or later



#05 – App for Instagram

By Joacim Ståhl Category: Social Networking Compatibility: OS X 10.7 or later, 64-bit processor



#06 – Kindle

By AMZN Mobile LLC Category: Reference Compatibility: OS X 10.6 or later



#07 - Microsoft OneNote

By Microsoft Corporation Category: Productivity Compatibility: OS X 10.9 or later



#08 - The Unarchiver

By Dag Agren Category: Utilities Compatibility: OS X 10.6.0 or later



#09 – Slack

By Slack Technologies, Inc. Category: Business Compatibility: OS X 10.6 or later, 64-bit processor



#10 - Fotor Photo Editor

By Chengdu Everimaging Science and Technology Co., Ltd Category: Photography Compatibility: OS X 10.7 or later, 64-bit processor



Mac OS X





#01 - Minecraft - Pocket Edition

By Mojang

Category: Games / Price: \$6.99

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#02 - Trivia Crack (Ad Free)

By Etermax

Category: Games / Price: \$2.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#03 - Heads Up!

By Warner Bros.

Category: Games / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#04 – Scholly: Scholarship Search

By Scholly, LLC

Category: Education / Price: \$0.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#05 – Monument Valley

By ustwo™

Category: Games / Price: \$3.99

Requires iOS 6.0 or later. Compatible with iPhone 4, iPhone 45, iPhone 5, iPhone 5c,

iPhone 5s, iPhone 6, iPhone 6 Plus, iPad, and iPod touch. This app is optimized for iPhone 5.



#06 - Five Nights at Freddy's 2

By Scott Cawthon

Category: Games / Price: \$2.99

Requires iOS 5.1 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#07 - Geometry Dash

By RobTop Games AB

Category: Games / Price: \$1.99

Requires iOS 5.2 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#08 - Fruit Ninja

By Halfbrick Studios

Category: Games / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#09 - Afterlight

By Afterlight Collective, Inc

Category: Photo & Video / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#10 – Facetune

By Lightricks Ltd.

Category: Photo & Video / Price: \$3.99

Requires iOS 6.0 or later. Compatible with iPhone 4, iPhone 45, iPhone 5, iPhone 5c, iPhone 6, iPhone 6 Plus, iPad, and iPod touch. This app is optimized for iPhone 5,

iPhone 6, and iPhone 6 Plus.



#01 - GarageBand

By Apple Category: Music / Price: \$4.99 Compatibility: OS X 10.9 or later



#02 - Radiation Island

By Atypical Games Category: Games / Price: \$2.99 Compatibility: OS X 10.8 or later, 64-bit processor



#03 – Disk Doctor

By FIPLAB Ltd Category: Utilities / Price: \$2.99 Compatibility: OS X 10.7.3 or later, 64-bit processor



#04 - AntiVirus Sentinel Pro

By Calin Popescu Category: Utilities / Price: \$9.99 Compatibility: OS X 10.7 or later, 64-bit processor



#05 - FaceTime

By Apple Category: Social Networking / Price: \$0.99 Compatibility: OS X 10.6.6 or later



#06 – Logic Pro X

By Apple Category: Music / Price: \$199.99 Compatibility: OS X 10.8.4 or later, 64-bit processor



#07 - OS X Server

By Apple Category: Utilities / Price: \$19.99 Compatibility: OS X 10.9.5 or later



#08 – Gemini: The Duplicate Finder

By MacPaw Inc. Category: Utilities / Price: \$4.99 Compatibility: OS X 10.7 or later, 64-bit processor



#09 – Final Cut Pro

By Apple Category: Video / Price: \$299.99 Compatibility: OS X 10.9.2 or later, 64-bit processor



#10 - Pixelmator

By Pixelmator Team Category: Graphics & Design / Price: \$14.99 Compatibility: OS X 10.9.5 or later, 64-bit processor



Mac OS X

iTunes Review



Novies TV Shows





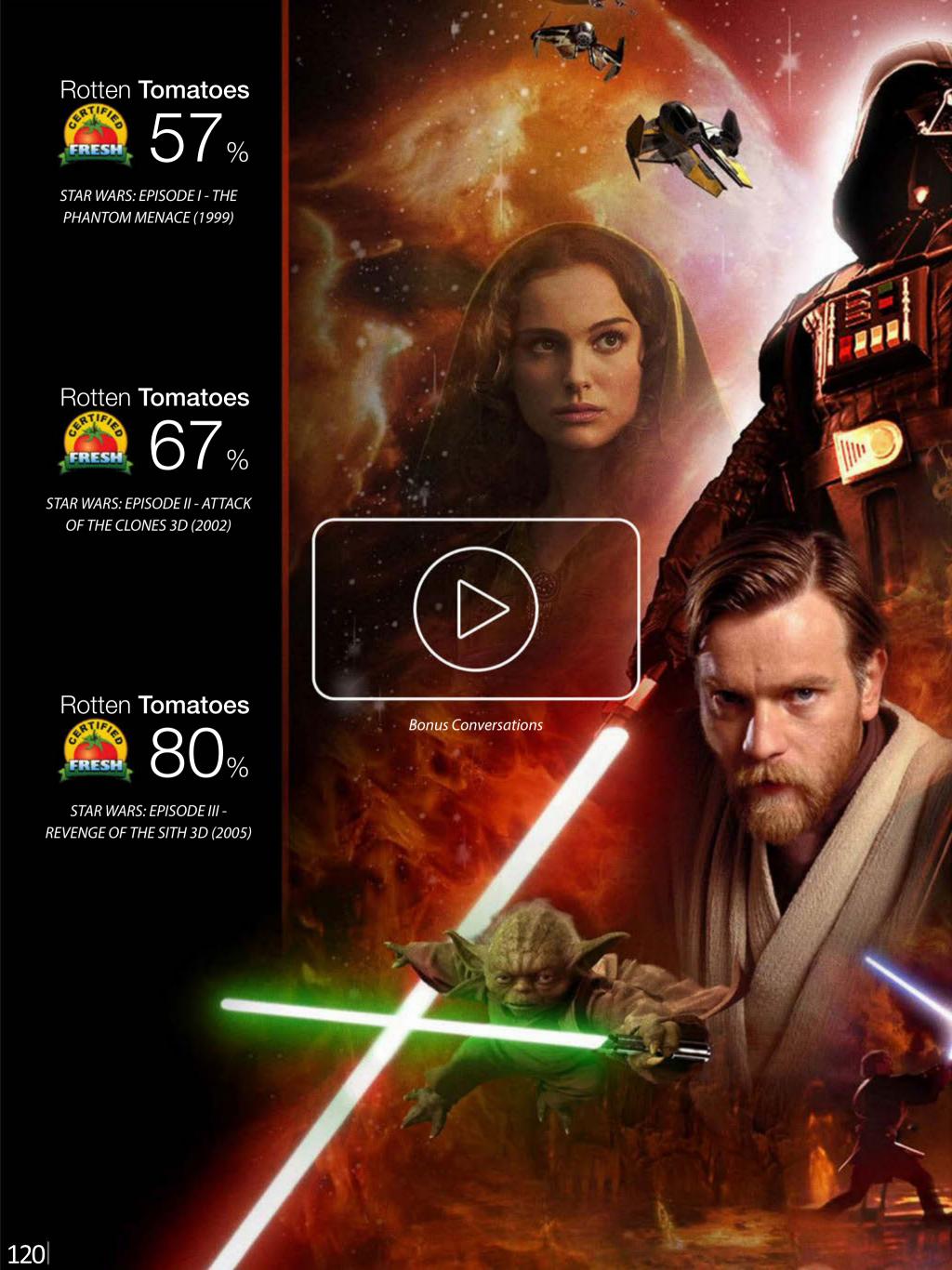
Star Wars: The Digital Movie Collection

All six installments of the iconic space opera franchise are made available digitally for the first time in this generous set, which also includes various never-before-seen special features. There can surely be no better way to appreciate - or re-appreciate - some of the most momentous films ever made.

FIVE FACTS:

- **1.** The collection includes both trilogies of the film series spanning the years from 1977 (*Episode IV: A New Hope*) to 2005 (*Episode III: Revenge of the Sith*).
- **2.** All six movies were nominated for or won Academy Awards.
- 3. The Star Wars movies also including the theatrical Star Wars: The Clone Wars have generated a total box office revenue of \$4.38 billion.
- **4.** The franchise has also spawned books, television series, comic books and computer and video games.
- **5.** The seventh installment in the film series, the J. J. Abrams-directed The Force Awakens, is scheduled for release on December 18, 2015.







Wild

Based on the 2012 memoir of novelist and essayist Cheryl Strayed, Wild stars Reese Witherspoon as Strayed, with Laura Dern playing her mother. Having already behaved recklessly for years, Strayed rashly decides to embark on a 1,110 solo hike along the rugged Pacific Crest Trail - discovering, strengthening and even redeeming herself in the process.

FIVE FACTS:

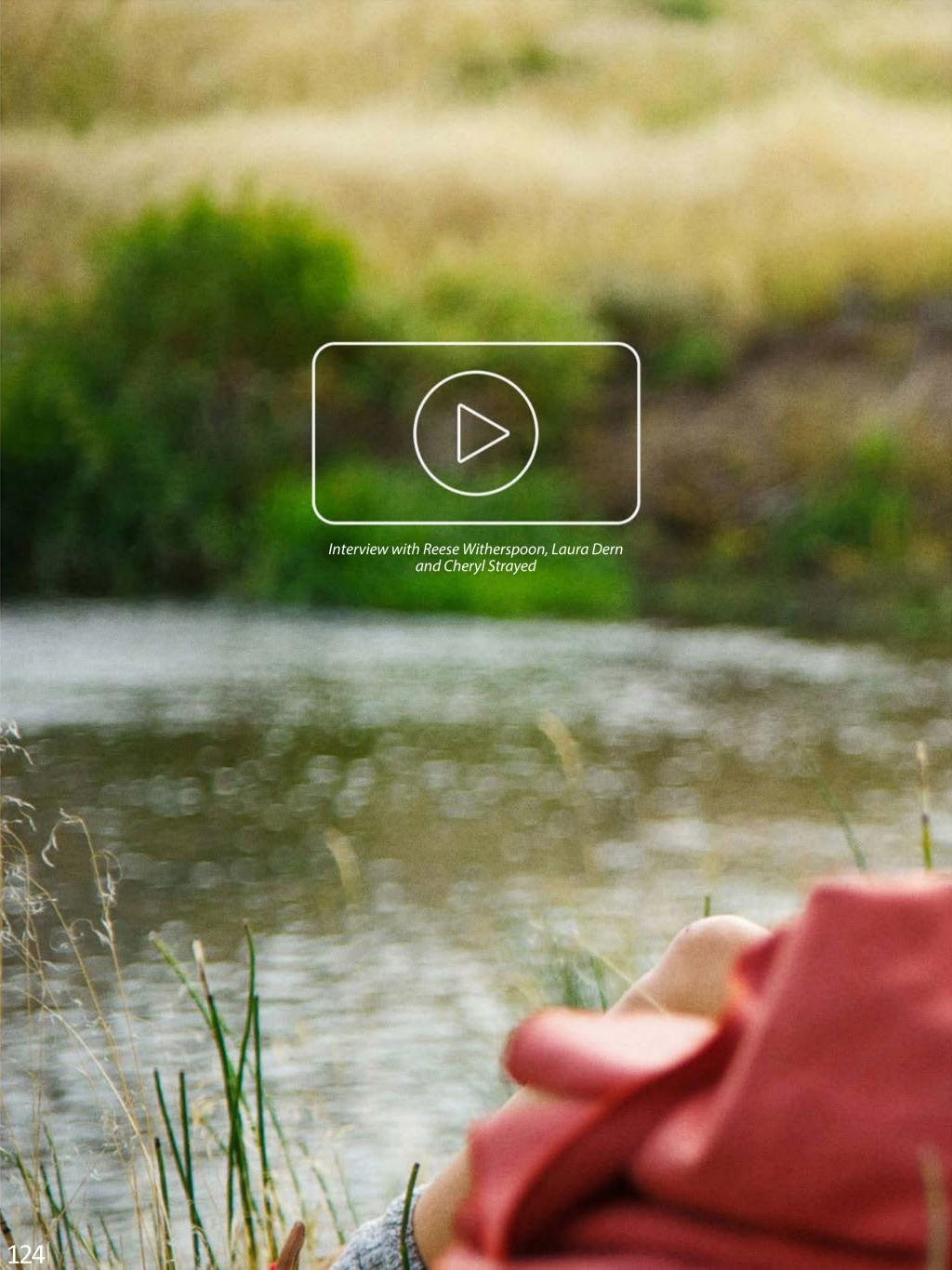
- **1.** Wild is a biographical drama film directed by Jean-Marc Vallée.
- **2.** It is based on Strayed's memoir, Wild: From Lost to Found on the Pacific Crest Trail.
- **3.** Thomas Sadoski, Michiel Huisman and Gaby Hoffmann appear in supporting roles.
- **4.** The film premiered at the Telluride Film Festival on August 29, 2014.
- **5.** Witherspoon and Dern were both nominated for Academy Awards for their performances for Best Actress and Best Supporting Actress respectively.



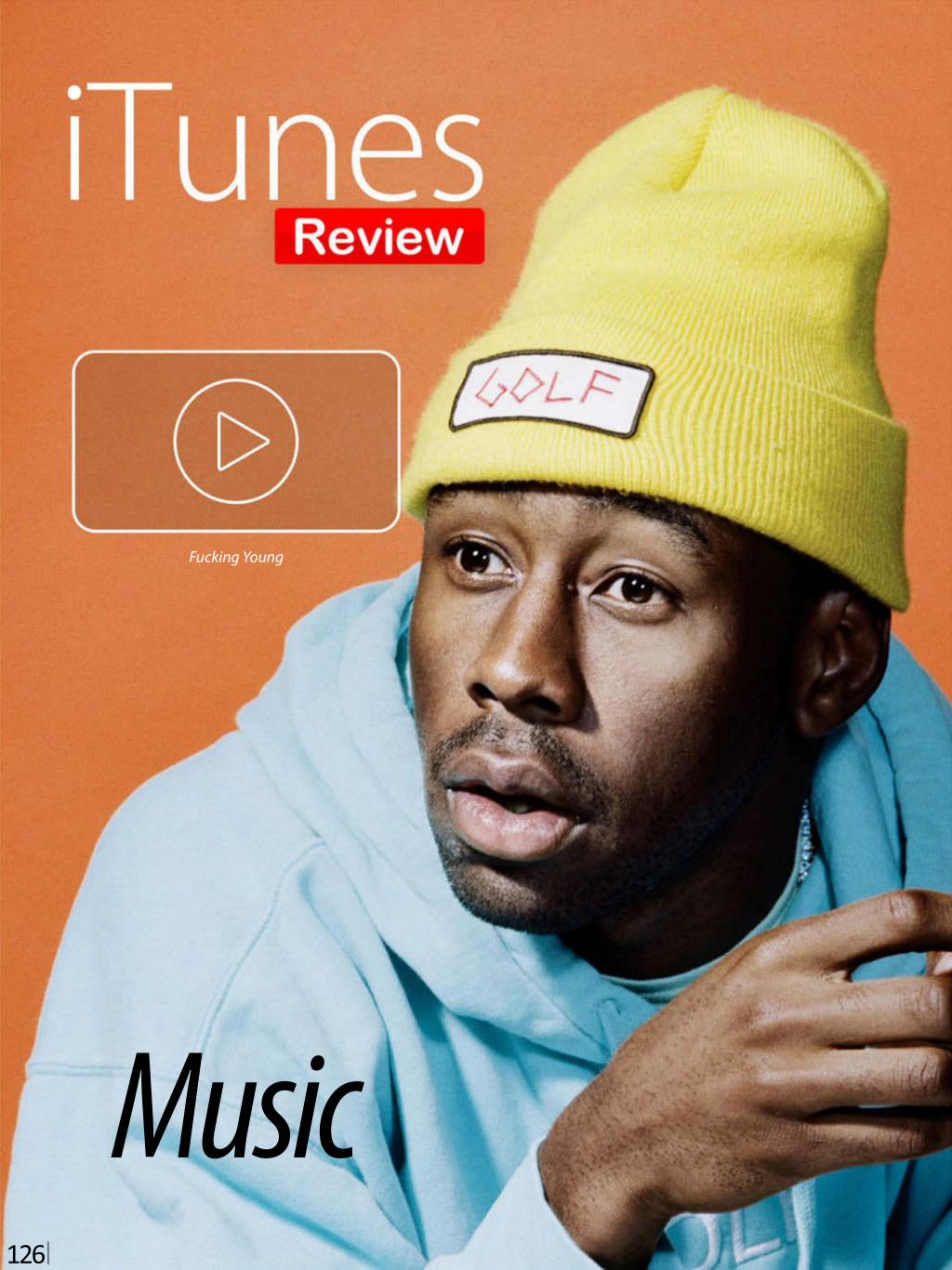
Trailer













iTunes **Preview**







Genre: Hip-Hop/Rap Released: Apr 13, 2015 13 Songs Price: \$10.99





Cherry Bomb Tyler, The Creator

The Ladera Heights native and leader of the alternative hip hop collective Odd Future offers his take on current social issues with this Stevie Wonder-inspired release. Indictments on both gang culture and rapper consumerism mark out an album that looks sure to build on the commercial success and critical acclaim garnered by his previous long-players, Goblin and Wolf.

FIVE FACTS:

- **1.** Tyler, The Creator is the stage name of Tyler Gregory Okonma.
- **2.** Okonma was born on March 6, 1991 in Ladera Heights, California.
- 3. He has rapped on and produced songs for nearly every Odd Future release.
- **4.** He is also responsible for **all of the artwork for the group's releases**.
- **5.** The new album is said to include tracks dating back to 2011.







Home Josh Garrels

The 34-year old singer-songwriter continues his work with folk music, symphonic orchestration and sample-based sequencing on his latest full-length album, but also distinguishes it from his past releases by incorporating the current soul sound. The album was produced in Garrels' fan-funded home studio in his backyard in Portland, Oregon.

FIVE FACTS:

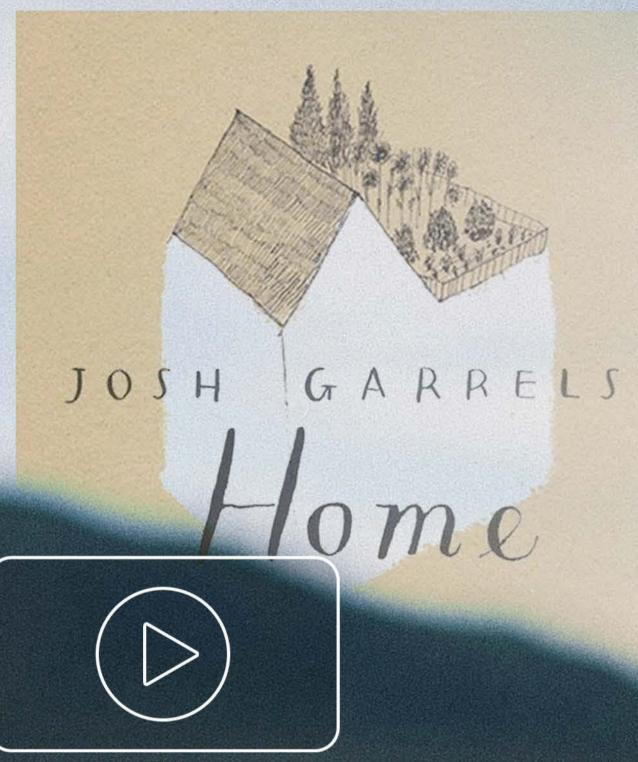
- **1.** Garrels is known for combining traditional folk music with elements from other musical genres, as well as for his nontraditional exploration of Christian themes.
- **2.** He is the co-founder of the record label Small Voice Records.
- **3.** His 2011 release, Love & War & The Sea In Between, was Christianity Today's Album of the Year.
- **4.** In 2012, **he filmed the music-documentary movie The Sea In Between** with the music collective Mason Jar Music.
- 5. His song "Don't Wait For Me" was featured on American Idol in January 2014.











A Long Way



NOKIA IN ADVANCED TALKS TO BUY ALCATEL-LUCENT





Nokia said Tuesday it's in advanced talks to buy the ailing French telecommunications company Alcatel-Lucent, but that there was no certainty about the outcome of the discussions.

In a brief statement, Nokia Corp. said the two companies are in negotiations "with respect to a potential full combination which would take the form of a public exchange offer by Nokia for Alcatel-Lucent."

Nokia stock plunged more than 6 percent in Helsinki to 7.26 euros in midday trading while Alcatel-Lucent, which has been losing money since its creation in 2006, saw its share price leap more than 12 percent in Paris. That put Alcatel-Lucent's market value at 12.2 billion euros (\$12.9 billion).

The Finnish company gave no details of the talks and denied further comment except to say that a further announcement would be made when appropriate.

The former world top mobile phone maker, which struggled to compete with Apple's iPhone, Google Inc.'s Android operating system and cheaper handsets from Asia, has made a turnaround since selling off its lossmaking handset business to Microsoft a year ago.

Nokia now has three remaining sectors: networks, mapping services and technologies and patents. It expects growth this year in all of them after a good fourth quarter result in 2014, when it reported a net profit of 443 million euros (\$502)













PEW RESEARCH CENTER: TEENS STILL USE FACEBOOK

Remember those declarations that teens are done with Facebook? Think again.

Facebook remains the most used social media site among American teens ages 13 to 17, according to a new study from the Pew Research Center. And, surprisingly, boys visit the site more often than girls.

Aided hugely by smartphones and other mobile devices, 71 percent of teens surveyed said they use Facebook, with the same percentage saying they use more than one social network of seven options they were asked about.

Half the teens said they also use Instagram and four in 10 said they used Snapchat, according to the study released April 9.



Among 22 percent of teens who use just one site, 66 percent use Facebook, 13 percent use Google Plus, 13 percent are Instagram users and 3 percent use Snapchat.

The Pew center didn't compare the latest survey to its previous studies on the subject because it switched its national representative sample from telephone interviews to an online format, potentially skewing results when comparisons are made.

The latest study points to Facebook as a dominant force in teens' online lives even as Instagram and Snapchat have gained momentum.

Facebook was the site they used most frequently, at 41 percent, followed by Instagram at 20 percent and Snapchat at 11 percent. Boys are more likely than girls to report they visit Facebook most often - at 45 percent versus 36 percent of girls.

Pew's data also revealed a distinct pattern in social media use by socio-economic status.

Teens from households with earnings of less than \$50,000 are more likely to use Facebook the most - 49 percent compared with 37 percent of teens from households with earnings of \$50,000 or more.

As far as how much time is spent on social media, 24 percent of teens overall go online "almost constantly," the study said, with 56 percent saying they go online several times a day and 12 percent reporting once-a-day use.

Among other sites the 1,060 teens were asked about are Twitter, Vine and Tumblr. Thirty-three percent said they use Twitter and Google Plus, while 24 percent said they use Vine and 14 percent said Tumblr.

Six percent said they use Twitter most often.

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From your Android Tablet please go to Google Play and search for Magzter



From your Windows8 divice please go to Windows Store and search for Magzter















SpaceX will have to wait another day to deliver groceries and an espresso maker to the International Space Station.

Fast-approaching storm clouds prevented the unmanned rocket from blasting off Monday afternoon. The company will try again Tuesday afternoon, but more bad weather is forecast. The odds of acceptable conditions are just 50-50.

SpaceX halted the countdown at the 2 1/2-minute mark as a menacing storm system moved into the 11-mile keep-out zone surrounding the Falcon rocket. The company had a single second to get off the ground.

"We were in a race, but we didn't quite make it today," a SpaceX launch commentator said.

The SpaceX supply ship holds more than 4,000 pounds of food, experiments and equipment. Italy provided the specially designed espresso machine for Italian astronaut Samantha Cristoforetti, who arrived at the space station last November.

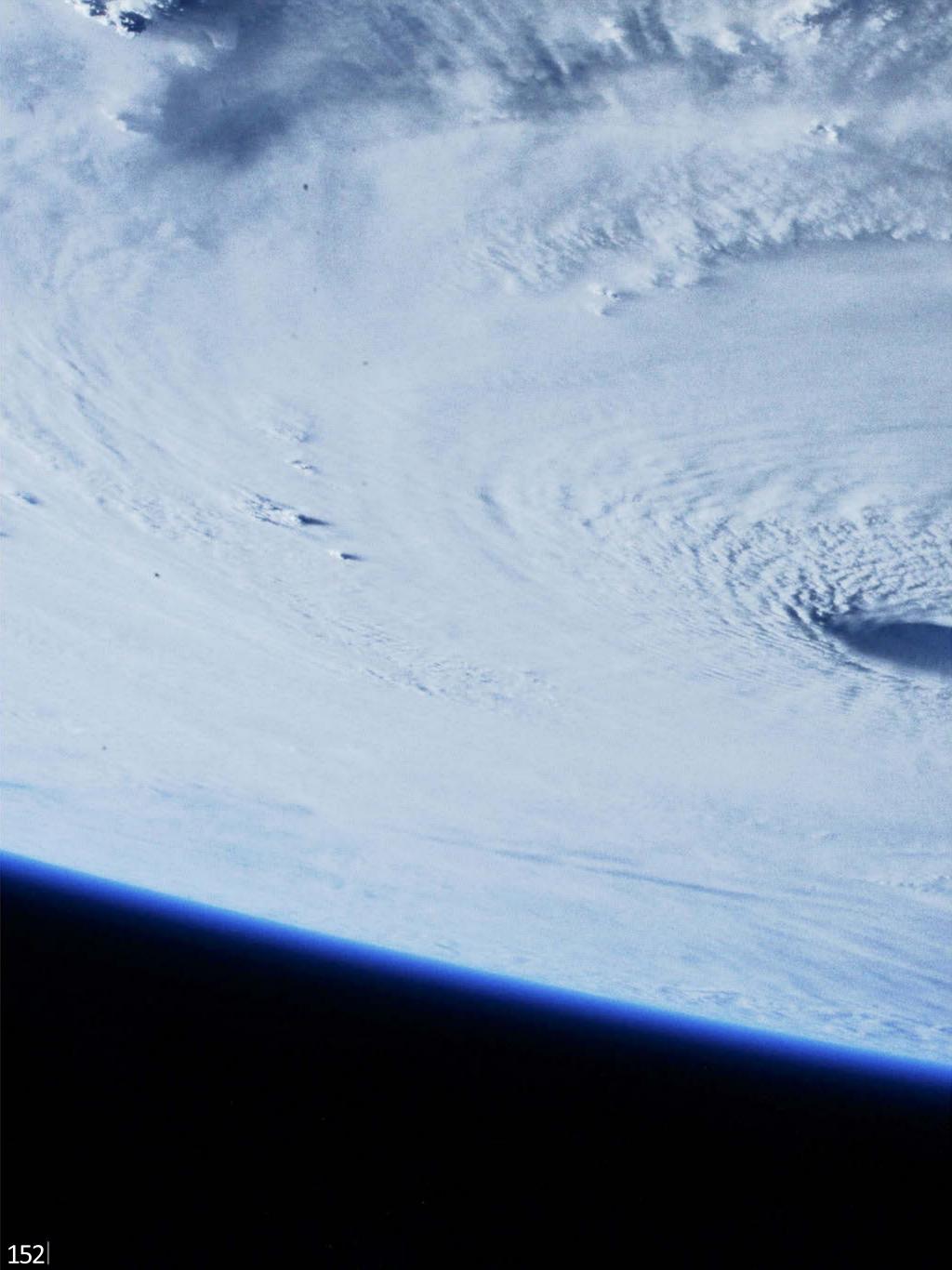
The espresso maker was supposed to fly in January, but ended up on backlog following another company's launch explosion last year. That accident left the space station's pantry a little emptier than NASA would prefer. The space agency is trying to get back to a six-month reserve on food.

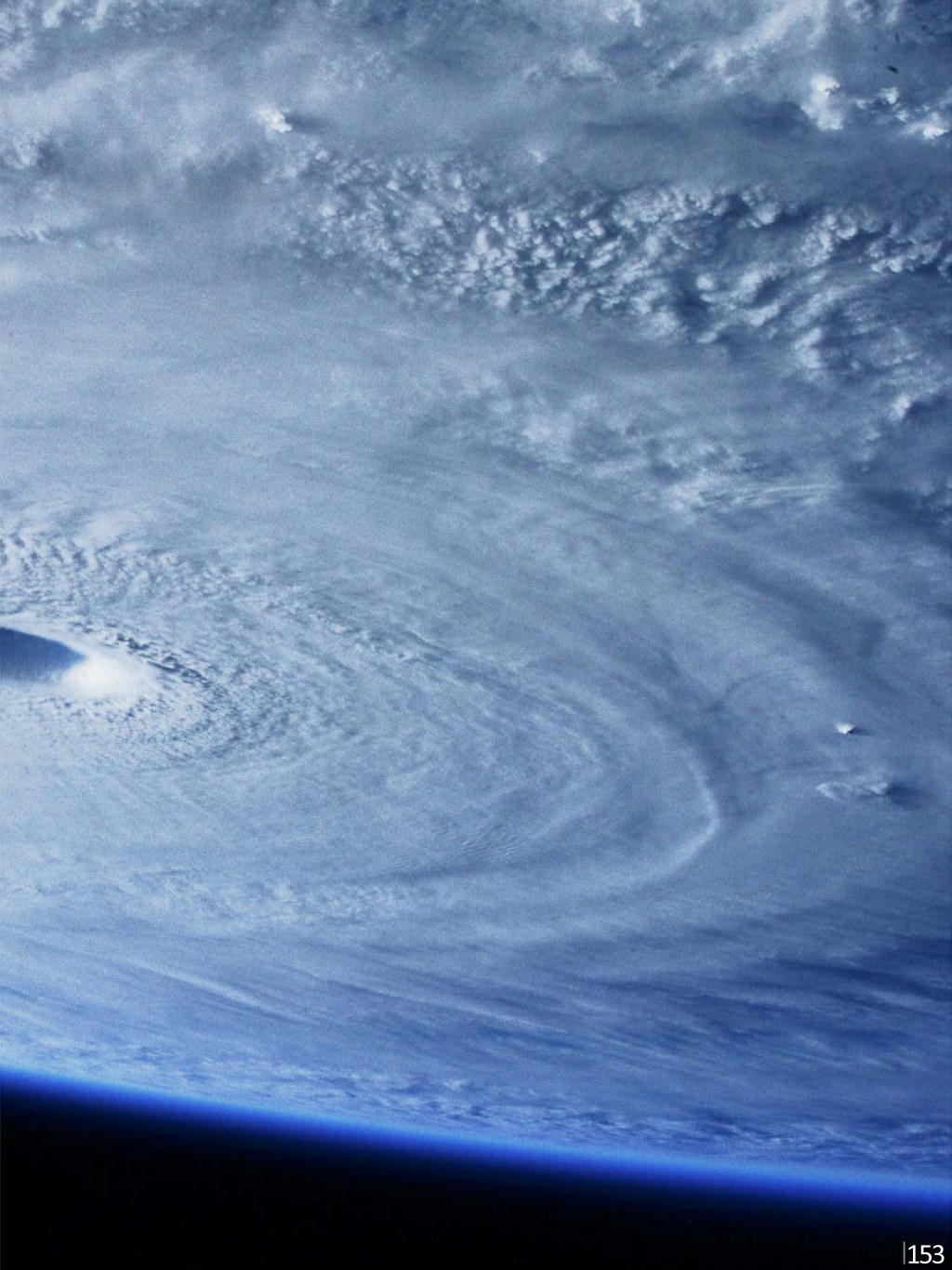
Once the cargo ship flies, SpaceX will try to land the leftover booster on an ocean barge. It will be the third such landing attempt for the California company led by billionaire Elon Musk. SpaceX aims to reuse the first-stage boosters that are normally thrown away, to make spaceflight more affordable.

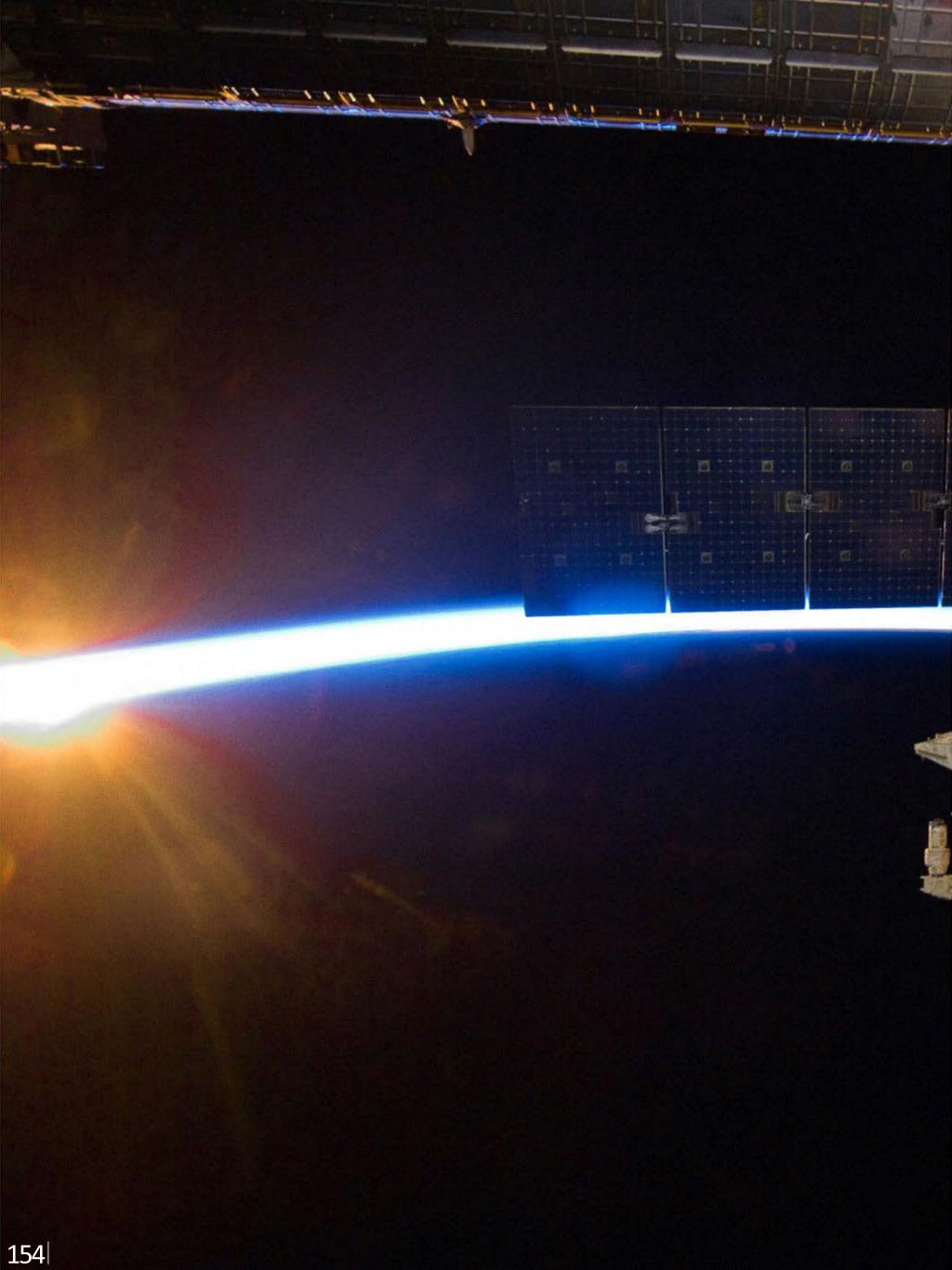
Musk said via Twitter on Monday that he was holding the odds of a successful rocket landing at less than 50 percent. On Sunday, one of his top officers put the odds at 75 percent to possibly 80 percent.

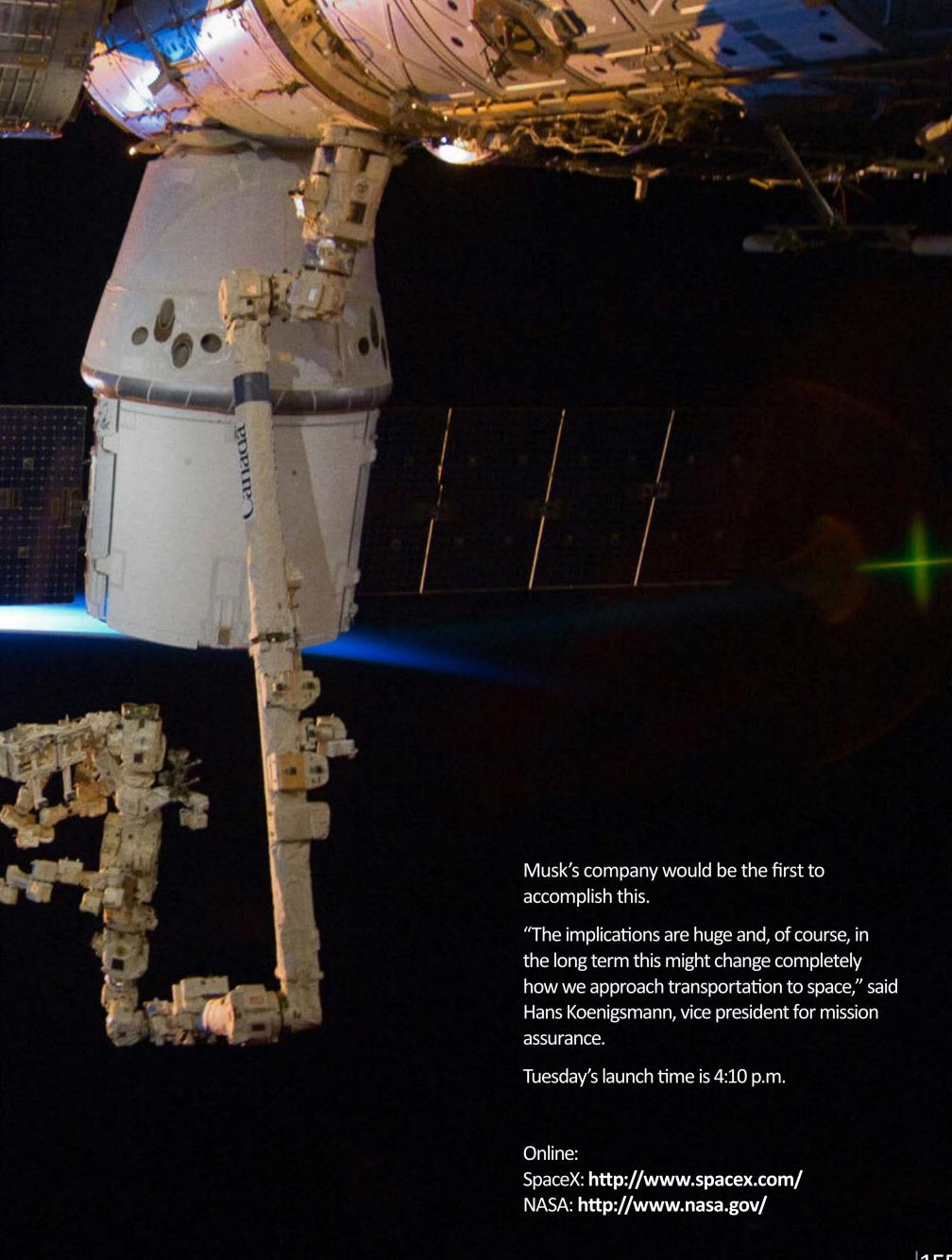














SURVEY:
NEARLY 9 IN 10
US ADULTS
NOW HAVE
HEALTH
INSURANCE





Underlining a change across the nation, nearly 9 out of 10 adults now say they have health insurance, according to an extensive survey released Monday.

As recently as 2013, slightly more than 8 out of 10 had coverage.

Whether the new number from the Gallup-Healthways Well-Being Index turns out to be a high-water mark for President Barack Obama's health care law, or a milestone on the path toward his goal of getting virtually all U.S. residents covered, remains to be seen.

The law's future is still up in the air, and will turn on factors ranging from an upcoming Supreme Court decision on consumer subsidies to actions by Republican leaders in states opposed to Medicaid expansion.

The Gallup-Healthways survey found that the share of adults who lack insurance dropped to 11.9 percent for the first three months of this year, the lowest level since that survey began its tracking in 2008. The latest update overlaps with the period when the health law's second sign-up season was winding down.

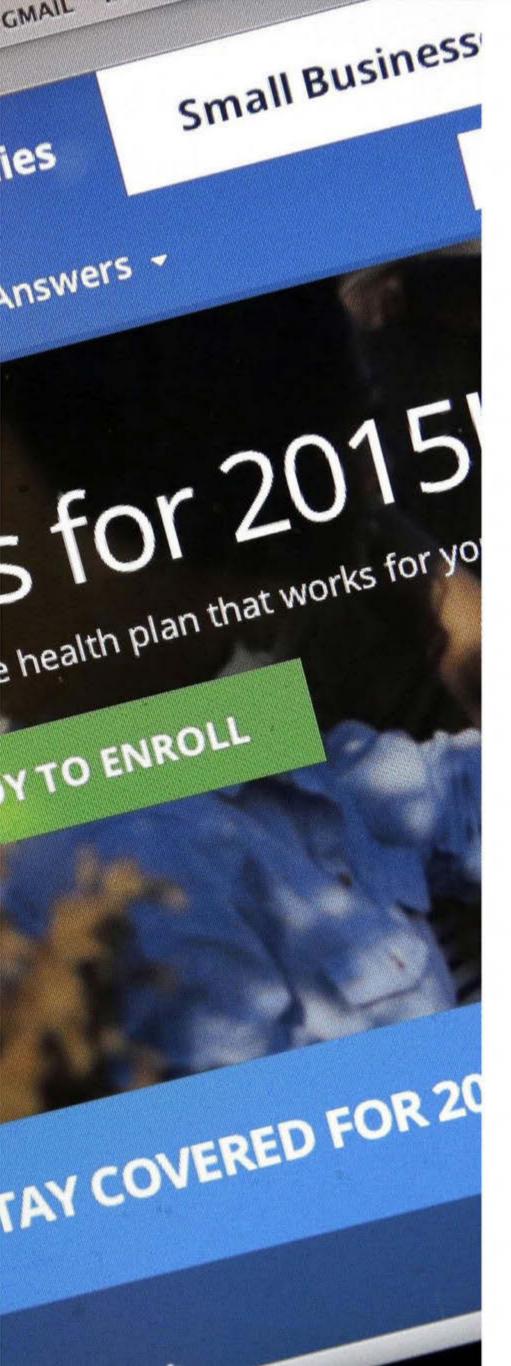
Coverage gains from 2014-2015 translate to about 3.6 million fewer adults uninsured since the fall, before open enrollment got under way, according to Gallup.

"The Affordable Care Act had three major objectives: increase coverage, slow the rate of increase in costs, and improve health," said Dan Witters, research director for the poll. "The first one is clearly a win. Coverage is increasing; there is no question about it."

On balance, an estimated 14.75 million adults have gained coverage since the fall of 2013, when the law's first open enrollment season was about to begin, according to Gallup.

"A big outstanding question is what will happen over the next couple of years," said Larry Levitt,





a health insurance expert with the nonpartisan Kaiser Family Foundation. "To meet expectations, enrollment has to continue to grow and push the number of uninsured down."

The Gallup-Healthways survey is closely followed because it combines the depth of government-sponsored research with the timeliness of media polls. Pollsters interview 500 people a day, nearly every day of the year. One of the questions they ask is whether people have health insurance.

The health care law offers subsidized private insurance for people who don't have access to job-based coverage, combined with an expansion of Medicaid aimed at low-income adults in states that accept it. Big states like Florida and Texas are among those refusing to expand Medicaid.

The law requires nearly all Americans to have coverage, either through an employer, a government program, or by purchasing their own plan. Those remaining uninsured risk fines. It also provides subsidies to help low- to moderate-income people buy their own insurance.

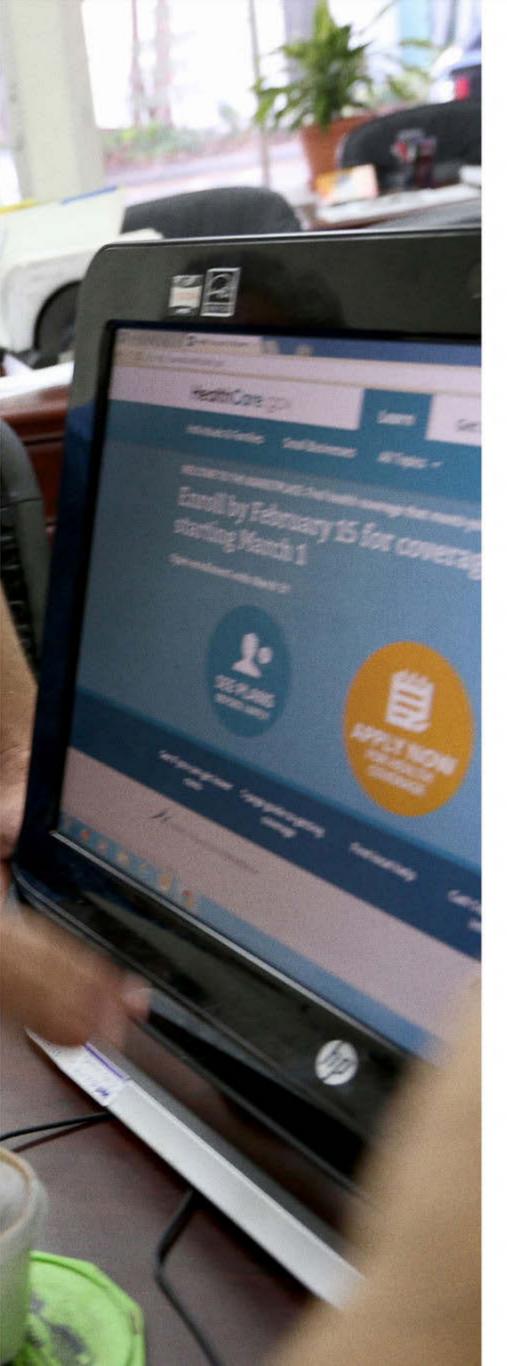
Comparing the most recent sign-up period with the first open enrollment season, the survey found that the uninsured rate declined at a slightly slower pace this time around. In the first three months of this year, the uninsured rate fell by 1 percentage point. Over the same period last year there was a 1.5 percentage-point decline.

From government officials to local volunteers, many people involved with the health care law expected some kind of second-year slowdown. Open enrollment season was shorter, and those who had remained uninsured were seen as more skeptical about the value of coverage.

The survey also found:

-Hispanics saw the biggest coverage gains of any ethnic or racial group. The uninsured rate dropped 8.3 points among Latinos since the end of 2013. Even so, Hispanics are still more likely to be uninsured. "At a time when Republicans are





very keenly trying to court the Hispanic vote, a large chunk of Hispanics are gaining insurance via the Affordable Care Act," Witters said.

-Recent gains in coverage have benefited people up and down the income ladder. But the most notable improvement has been among those making less than \$36,000 a year, a group that traditionally struggled to get and keep health insurance. Their uninsured rate dropped 8.7 points since the end of 2013.

-Although the economic recovery is likely to be contributing to coverage gains, the uninsured rate is now significantly lower than it was in early 2008, before the recession. That suggests that the gains in coverage are due to more than an improving economy.

Five years after its passage, the biggest question now for Obama's health care law is a Supreme Court challenge.

Opponents of the law argue that its literal language only allows the government to subsidize premiums in states that set up their own online insurance markets. Most have not done so, defaulting to the federal HealthCare.gov.

Supporters say that while some provisions may be confusing when read in isolation, the intent of Congress was to help consumers in every state pay their premiums. A decision in that case is expected by late June.

The survey results were based on landline and cellphone interviews conducted from Jan. 2 to March 31 with a random sample of 43,575 adults ages 18 and older. For results based on the total sample, the margin of sampling error is plus or minus 1 percentage point.

Online:

Survey: http://www.gallup.com/poll/182348/uninsured-rate-dips-first-quarter.aspx









(ORIGINAL MOTION PICTURE SOUNDTRACK)

VARIOUS ARTISTS

1989

TAYLOR SWIFT

X (DELUXE EDITION)

ED SHEERAN

SMOKE + MIRRORS

IMAGINE DRAGONS

SPRING BREAK...CHECKIN' OUT

LUKE BRYAN

SOUND & COLOR

ALABAMA SHAKES

MONTEVALLO

SAM HUNT

AMERICAN BEAUTY / AMERICAN PSYCHO

FALL OUT BOY

PIECE BY PIECE (DELUXE VERSION)

KELLY CLARKSON

IN THE LONELY HOUR (DELUXE VERSION)

SAM SMITH









HERO Better Call Saul, Season 1

STARING AT THE END GREY'S ANATOMY, SEASON 11

CONNECTION LOST
MODERN FAMILY, SEASON 6

INTENT Suits, Season 4

THEM The Walking Dead, Season 5

THE INTIMACY ACCELERATION
THE BIG BANG THEORY, SEASON 8



TOP SOOKS

THE GIRL ON THE TRAIN
PAULA HAWKINS

FIFTY SHADES DARKER E L JAMES

FIFTY SHADES OF GREY EL JAMES

FIFTY SHADES FREEDE L James

A THOUSAND ACRES

JANE SMILEY

AMERICAN SNIPER
CHRIS KYLE AND OTHERS

FIFTY SHADES TRILOGY BUNDLE EL JAMES

THE NIGHTINGALE Kristin Hannah

STILL ALICE LISA GENOVA

GONE GIRL GILLIAN FLYNN

HACKERS KEEP TRYING NEW TARGETS IN SEARCH OF EASY DATA





The health care sector has become the hot target for hackers in recent months, according to researchers at Symantec, a leading cybersecurity company that says it's also seeing big increases in "spear-phishing," "ransomware" and efforts to exploit newly discovered vulnerabilities in software used by a wide range of industries.

After a wave of high-profile attacks on banks and retailers over the last two years, almost 80 percent of the calls to Symantec's global "incident response" service since December have come from health organizations, said Robert Shaker, a Symantec official who oversees the commercial service.

While usually seeking valuable patient and employee data, hackers who target health organizations may inadvertently disrupt computer systems that oversee medication and other lifesaving treatments, Shaker said during a press event Monday.









The health sector's vulnerability to hackers was underscored earlier this year when Anthem, the giant insurance firm, reported a data breach affecting up to 80 million customers. But as each sector strengthens its defenses, Shaker said, hackers move on to new industries that may be vulnerable. He predicted schools and universities may be the next big targets.

Higher education is "another area very similar to health care," where administrators have historically been less focused on computer security, said Shaker. He noted that university computer networks hold a variety of valuable data, including financial records for students and employees, as well as scientific and medical research.

Several universities have already reported large data breaches in recent months, according to reports compiled by the nonprofit Privacy Rights Clearinghouse, which says the University of Maryland, North Dakota University and Butler University in Indianapolis have disclosed that hackers obtained personal identifying information for hundreds of thousands of students.

Symantec Corp. is one of the biggest companies in a growing industry that sells software and expertise for defending against cyberattacks - so it has a vested interest in highlighting security threats. But findings in its annual Internet Security Threat Report, released this week, generally echo observations of other industry experts.





Hackers are also increasingly using automated software that spams companies or repeatedly probes their networks for vulnerabilities, which means they can launch multiple attacks with less effort, said author and security expert Marc Goodman, who spoke at the Symantec event.

And even as the Obama administration is urging industry officials to share information about defending against attacks, hackers are sharing knowledge among themselves. Would-be hackers can easily buy malware online and even find instructional videos on public sites that explain how to carry out attacks, said Lillian Ablon, a researcher at the Rand Corp.





INDUSTRY: DIGITAL MUSIC SALES MATCH PHYSICAL FOR 1ST TIME





Revenue from digital music matched that from physical albums and discs for the first time in 2014, a global industry body said Tuesday.

The International Federation of the Phonographic Industry's annual report said digital and physical sales each accounted for 46 percent of the \$14.97 billion in global music revenues. Income from performance rights and synchronization revenue made up the rest.

The old-fashioned vinyl format has had a renaissance and now accounts for 2 percent of revenues.

Total revenue was down 0.4 percent from 2013, but the group said the overall picture for the industry was positive.

The federation said the rise of subscription music services was driving digital growth, and there was "substantial untapped potential for growth" in the paid-for streaming sector.

















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